

2024 CORPS RULES

CORPS DEFINITION – 10 or more twirling members performing a routine in unison choreography to music of choice.

CORPS CLASSIFICATIONS

1. Twirling Corps
2. Twirling Corps with Props
3. Show Corps with Props and/or Scenery
4. Parade Corps

GENERAL RULES FOR CORPS & AUXILIARY UNITS

1. Ten twirling members required
2. A corps may compete only once in a corps classification - (exception – a beginner corps can compete in both beginner and advanced)
3. A corps or corps member may compete in more than one classification
4. Any member competing with any corps cannot compete as a member of any other corps; small or large; junior or senior of the same classification. – (exception – a beginner corps member can compete in both a beginner and an advanced corps)
5. At the local level, corps divisions can be broken into age, size or beginner divisions at discretion of the contest director.
6. A roster listing corps members' names, ages (by the age definition rule), and birth dates needs to be turned into the contest director before the group competes.
7. **Proof of age** – all corps directors must be able to produce “proof of age” for each individual competing with the corps. Birth certifications, baptism records and /or drivers licenses are all acceptable. Requests for “proof of age” are by contest director and/or chief judge.
8. Members must remain within the floor boundary lines during the performance until the minimum time requirement is met.
9. Corps are responsible for damage to gym floor (this includes scuffing as well as black marks).
10. Each corps may designate one person to work musical equipment and electrical special effects who is not a member of the corps.
11. No non-members of a corps shall be on the floor or assist the members during the performance.
12. The corps is responsible for its own clean up as the floor must be clean for the next competing unit.
13. Floor size 50 feet x 84 feet (standard basketball court)
14. Timing begins with the 1st note of the music or the 1st movement whichever is 1st
15. Timing and judging ends with the last note of the music (exception-parade corps end with the last note of the music or the last person to cross the finish line, whichever comes later)

GLOSSARY

Average Competition Age - the sum of all the members competition ages divided by the number members in the group

Competition Age - an individual's actual age on the previous September 1st

Divisions

Large Corps- a corps with a minimum of 21 members

Small Corps-a corps with a maximum of 20 members

Juvenile Corps-a corps with an average competition age less than 11.99

Junior Corps-a corps with an average competition age less than 14.99

Senior Corps-a corps with an average competition age is 15.0 and older

Beginner Corps - a corps where at least 50% of the members have not competed in 7 advanced corps competitions

Individual Events - divisions are defined as 0-9 juvenile, 10-12 pre-teen, 13-15 junior, 16+ seniors

Mount - any lift or form that is two stories or more

Music - sounds having rhythm or melody (includes singing, chanting, and noises in a set rhythm)

Prop - any piece of equipment or material that is not a baton or piece of authorized equipment

Twirling Time - timing while 10 or more members twirling one, two, three batons or more at the same time. Also included are aerial exchanges, momentary stops of 1 or 2 counts when part of a twirling section, twirling while marching, duet tricks when executed as a result of a toss (about 8 counts), and peel-offs while some type of twirling continues and not just poses. If 10 twirlers are twirling and one drops a baton, timing continues while the person is in the process of picking it up.

Unit-2 or more members

PENALTIES

Any unit violating any rule, part of a rule, any tradition, custom, or breach of contest etiquette for which no specific rule is provided shall be assessed for each violation a minimum of 2.0 points and a maximum of disqualification.

Unit/Group Penalties

Individual Penalties

amplification of music beyond a normal tolerance	2.0	breaks, slips, unison, pattern	.1
boundary violation	2.0	coaching from the sidelines	2.0
exiting before the minimum time	2.0	drops	.2
failure to turn in group roster	2.0	two hand catches	.2
failure to produce "proof of age on request	2.0	dropped equipment	.2
late penalty-late for competition	2.0	failure to retrieve a dropped baton within a reasonable amount of time	.5
re-entering the competition floor	2.0	failure to retrieve a dropped baton before leaving the floor	2.0
undertime/overtime (per second)	.1	fall	.2
		out of step	.2
use of pyrotechnic materials, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc.	2.0	gymnastics- body aerials, body tosses butterflies, cartwheels, mounts, somersaults on floor, walkovers - disqualification	

TWIRLING CORPS (ONE BATON ONLY)

This is a corps in which each member must have one and only one baton. Members can borrow other member's batons to perform 2, 3, or more baton tricks. The maximum number of batons on the floor is the number of members on the floor.

Advanced Corps

Age Divisions	State-Local-Regionals	Juvenile & Open
	Nationals	Juvenile, Junior small, Senior small, Large (1 division)
Entrance	No restrictions (on or off the floor)	
Exit	No restrictions (on or off the floor)	
Floor Time	5-7 minutes	
Music	Recorded	
Prop/Scenery/Backdrop	None	
Twirling Time	Juvenile	Min. 2.0 min
	Junior & Senior	Min. 2.5 min
Additional Penalties	Prop violation	2.0
	(per occurrence)	

Beginner Corps

Age Divisions	State-Local-Regionals	Juvenile & Open
	Nationals	Juvenile, Junior small, Senior small, Large (1 division)
Entrance	No restrictions (on or off the floor)	
Exit	No restrictions (on or off the floor)	
Floor Time	4-6 minutes	
Music	Recorded	
Prop/Scenery/Backdrop	None	
Twirling Time	Juvenile	Min. 2.0 min
	Junior & Senior	Min. 2.5 min
Additional Penalties	Prop violation	2.0 (per occurrence)

TWIRLING CORPS WITH PROPS

1. At beginning of show, the maximum height of prop is 36 inches.
2. Any props may be placed in position by only corps members prior to their performance, and removed at completion of performance. No additional set up time will be allowed.
3. During the performance, props over 36 inches must be laid flat on the floor and must be held, touched, or manipulated (by hand, foot, or body part) while being used. Upon completion of usage, prop must immediately be returned to a maximum of 36 inches.

Advanced Corps

Age Divisions	State-Local-Regionals	Juvenile & Open
	Nationals	Juvenile, Junior small, Senior small, Large (1 division)
Entrance	No restrictions (on or off the floor)	
Exit	No restrictions (on or off the floor)	
Floor Time	6-8 minutes (Juvenile 5-7 minutes)	
Music	Recorded	
Scenery/Backdrop	None	
Twirling Time	Juvenile	Min. 2.0 min
	Junior & Senior	Min. 3.0 min
Additional Penalties	Prop violation (per occurrence)	2.0

Beginner Corps

Age Divisions	State-Local-Regionals	Juvenile & Open
	Nationals	Juvenile, Junior small, Senior small, Large (1 division)
Entrance	No restrictions (on or off the floor)	
Exit	No restrictions (on or off the floor)	
Floor Time	4-6:30 minutes	
Music	Recorded	
Scenery/Backdrop	None	
Twirling Time	Juvenile	Min. 2.0 min
	Junior & Senior	Min. 3.0 min
Additional Penalties	Prop violation	2.0 (per occurrence)

SHOW CORPS WITH PROPS AND / OR SCENERY

This is a corps emphasizing total development of a theme.

1. All scenery limited to 12' maximum height.
2. Scenery must stay on floor for entire show.
3. Set up time of scenery and props – 7 minutes.
4. Scenery removal and clean up time – 5 minutes.

Advanced Corps

Age Divisions	State-Local-Regionals	Open
	Nationals	Small, Large
Entrance	No restrictions (on or off the floor)	
Exit	No restrictions (on or off the floor)	
Floor Time	6-8 minutes	
Music	No restrictions	
Twirling Time	Min. 3.0 min	
Additional Penalties	Scenery violation (per occurrence)	2.0

PARADE CORPS

A corps performing a routine suitable for a street parade with a baton.

1. All special effects and equipment (with exception of music equipment) needs to be hand carried on competition floor by corps members and not rolled. (2-point penalty per piece)
2. No scenery allowed.
3. Continuous foot motion: defined as the placement on the floor of the whole foot (not just toe or heel lift – entire foot must leave the floor) by stepping, tapping, jumping, or hopping at least every second count.
4. Parade corps must incorporate continuous foot motion throughout the entire performance.
 - Allowable:
 - On beat - Foot hitting every count of music.
 - Half-time - Foot hitting every 2nd count.
 - Double time - Foot hitting twice every beat.
 - Twirling - While twirling, individual must maintain continuous foot motion.
 - Marching - Half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
5. All members must start continuous foot motion within 10 seconds after timing begins (2-point penalty)
6. Kneeling is not allowed during continuous foot motion. (2-point penalty per occurrence)
7. Maximum twirling turn arounds allowed is “2” turns. (2-point penalty per occurrence)
8. Street pattern: All corps members must cross the entrance line and stay within the 25 ft alley through two left turns to a “spread line”. After passing the “spread line”, drill can open up to anywhere on the floor as long as “Continuous foot motion” is maintained.
9. All members must exit crossing the finish line.

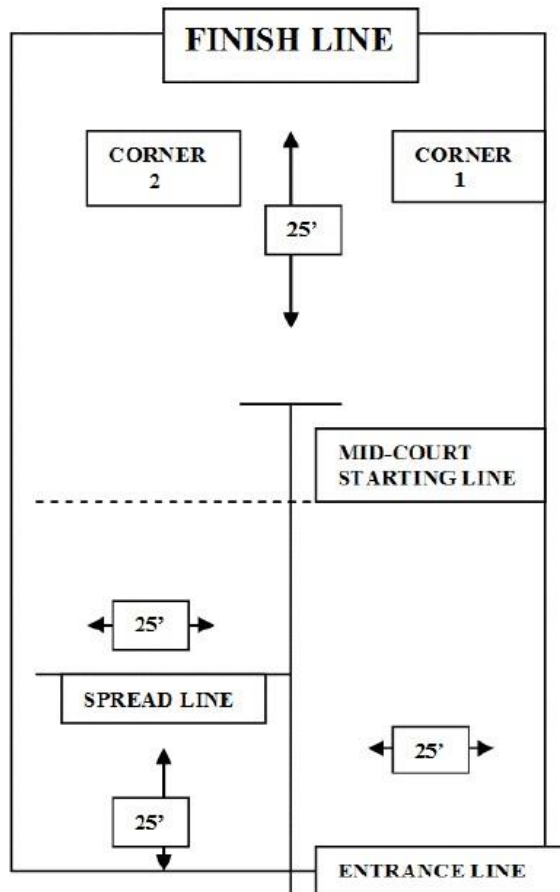
Beginner & Advanced

Age Divisions	State-Local-Regionals	Recorded - Juvenile & Open Live Music - Open
	Nationals	Beginner- Juv., Jr & Sr Recorded – Juv., Jr & Sr Live Music - Open
Starting Line	Mid-court within 25' alley	
Finish Line	Line to judges' right	
Floor Time	Max 4.0 minutes	
Twirling Time	Min. 1.0 min	

Additional Penalties

Continuous foot motion violation

Unit	2.0
Individual	0.1
Crossing incorrect finish line	2.0
Exit across wrong boundary line	2.0
Incorrect starting position on floor	2.0



COLOR GUARD SOLOS

1. Each contestant marches forward in “Carry Position” to the area in front of the judge.
 - a. For flags this is “Order Arms”.
 - b. For Sabre this is “Sabre Resting on Right Arm”
 - c. For rifle this is” Right Shoulder Arms”.
2. Timing and judging begins and ends with a proper salute.
 - a. Flag-dipped.
 - b. Sabre-grasped at handle grip with right hand, saber in vertical position in front of face.
 - c. Rifle-in vertical position in front of face, barrel to the front and vertical, grasped with left hand at balance (center of rear sight leaf) or below forearm horizontal and resting against the body. Grasp the bolt at the small of the stock with the right hand.
3. Rifle spinning team – must have a minimum of four members (no maximum). Timing and judging begins with “Present Arms” according to the above listed salute classification, by leader at the starting line and ends with same at the finish line.

Age Divisions	Pike Solo - Open Division Rifle Solo - Boys, Girls Sabre Solo - Open Division Rifle Team - Open Division
Entrance Exit	Starting Line Finish Line
Floor Time	Solo - 1-2 Minutes Team - 2-3 Minutes
Time Begins Time Ends	Opening Salute Closing Salute
Additional Penalties	Dropped equipment, two handed catches 0.2
	Improper or sloppy salute 0.5
	Missing required salute 1.0

MUSIC SECTION

Musical unit - emphasizing “variety and skill in the use of various musical instruments” while performing a variety of drill and movement formations choreographed to the musical repertoire chosen.

1. A musical section shall consist of any combination of any instrument that produce a sound. If amplified music is used, it must be carried on and off the floor.
2. A minimum of three members are required
3. Each member must play, push, or pull a musical instrument.
4. Any “extra special effects” can be executed only by instrument players.
5. Set-up time for all equipment and personnel shall be a maximum of two minutes.
6. Unit can play during their two-minute set-up time.
7. The “commanding officer” salutes to acknowledge that the unit is ready to enter the competition floor.

Age Divisions	Open
Entrance Exit	No restrictions (on or off the floor) No restrictions (on or off the floor)
Floor Time	5-6 Minutes

DRUM AND MALLET SOLO, DUET, TRIOS, AND ENSEMBLES

1. Contests for the following
 - a. Snare drum – a size drum, with two heads, either carried or not, with same unit attached
 - b. Multiple marching toms – Any combination (other than snare) single, or double headed, timbales, tri, quads, quints, carried or not. (Snare unit on “off” will be considered tenor)
 - c. Multiple percussion solo – any combination of percussion instruments (includes drum sets, any combination of drums/cymbals/mallets, etc.).
 - d. Bell solo – glockenspiel or bell lyra, metal bars, concert bells with or without resonators
 - e. Marimba solo – marimbas, vibraphones and xylophones. Wood, metal or plastic bars are acceptable.
Resonators are optional.
 - f. Mixed duet – two people playing any combination of above-mentioned instruments.
 - g. Mixed trio – three people playing any combination of musical instruments (not limited to those mentioned above, may be amplified.).
 - h. Mallet Ensemble –minimum of four members playing any combination of mallet instruments.
 - i. Drum Ensemble – minimum of four members playing any combination of drums.
 - j. Mixed Ensemble – minimum of four members playing any combination of various instruments.
2. No categories above will be combined.
3. No extra attachments such as cow bells, etc., can be used. (2-point penalty)
4. Music must be memorized. (2-point penalty)

Age Divisions	Open Exception – Snare (Junior, Senior)	
Entrance	1 st note of music	
Exit	Last note of music	
Floor Time	Solo	2-3 minutes
	Duet/Trio	3-5 minutes

CORPS MEMBER OF THE YEAR

1. In order to be eligible, one must compete with a corps in one of AYOP corps classifications.
2. The number of nominees allowed from each corps:
 - a. Girls: one for every five girls in the corps
 - b. Boys: no more than 5
3. Each participant must present a short and concise letter from his/her corps director, stating why the corps member is worthy. The letter must be readable. It is required that it be typed or neatly written. No photographs are to be included with the letter.
4. Contest Procedure:
 - a. Contestants will check in at the head table, get their score sheet and go to the lane of their event. Order of Appearance is determined by the contest director.
 - b. Contestants will place their letters on the judge's table and wait their turn to compete.
 - c. Each participant will wear their official corps uniform, execute a salute of their choice, and perform in a basic strut square to standard march music. During the performance, arm movements are optional, but corps pieces are not to be twirled, lofted, or otherwise demonstrated.
 - d. Next, the contestant will perform a short routine (maximum length-30 seconds), that reflects the position that is held in your corps. Dancers dance, twirlers twirl, rifle spinners spin, etc. Corps equipment (rifles, batons, flags, etc.) can be used to demonstrate their abilities. Drummers can demonstrate by using their drumsticks on a pad (no drumming allowed). National colors carriers can demonstrate how to carry the flag properly. The routine ends with a salute.
 - e. After the salute, an interview follows with or without the corps piece.
5. A contestant may only win ONCE in their age division.

Age Divisions	Boys and Girls	0-9 Juvenile 10-12 Preteen 13-15 Junior 16+ Senior
Additional Penalties	Out of step Unacceptable letter Dropped Equipment, Two hand catches	0.5 1.0 0.2